AMENDMENTS TO THE ABSTRACT:

Please amend the Abstract as follows:

A game apparatus includes, for example, a CPU, and a ROM and a RAM which are integrated in a cartridge housing that may be detachably loaded into the game apparatus. The ROM stores a plurality of game programs, and the RAM has backup data storing areas for the respective game programs and a shared backup data storing area. The shared backup data storing area is written with shared gameplay information that is utilized in common by a plurality of games. When a predetermined condition is accomplished [[at]] as a result of gameplay progress [[of]] by an operator playing a game instructed to be started from one of out of the plurality of [[games]] stored game programs, the CPU writes information relating to the predetermined condition to a backup area [[of]] corresponding to the started game program and also writes the same information to a backup area of at least one other game program that was not yet started by the operator another game.

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